Subject: UDP Server/Client with Winsock
Posted by lovmy on Wed, 16 May 2018 14:58:52 GMT
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Hello,

i'm using version 11873 of TheIDE. I try to compile a code to do UDP connexion between server and client using Winsock.

Compiling is OK but linking finish with error:

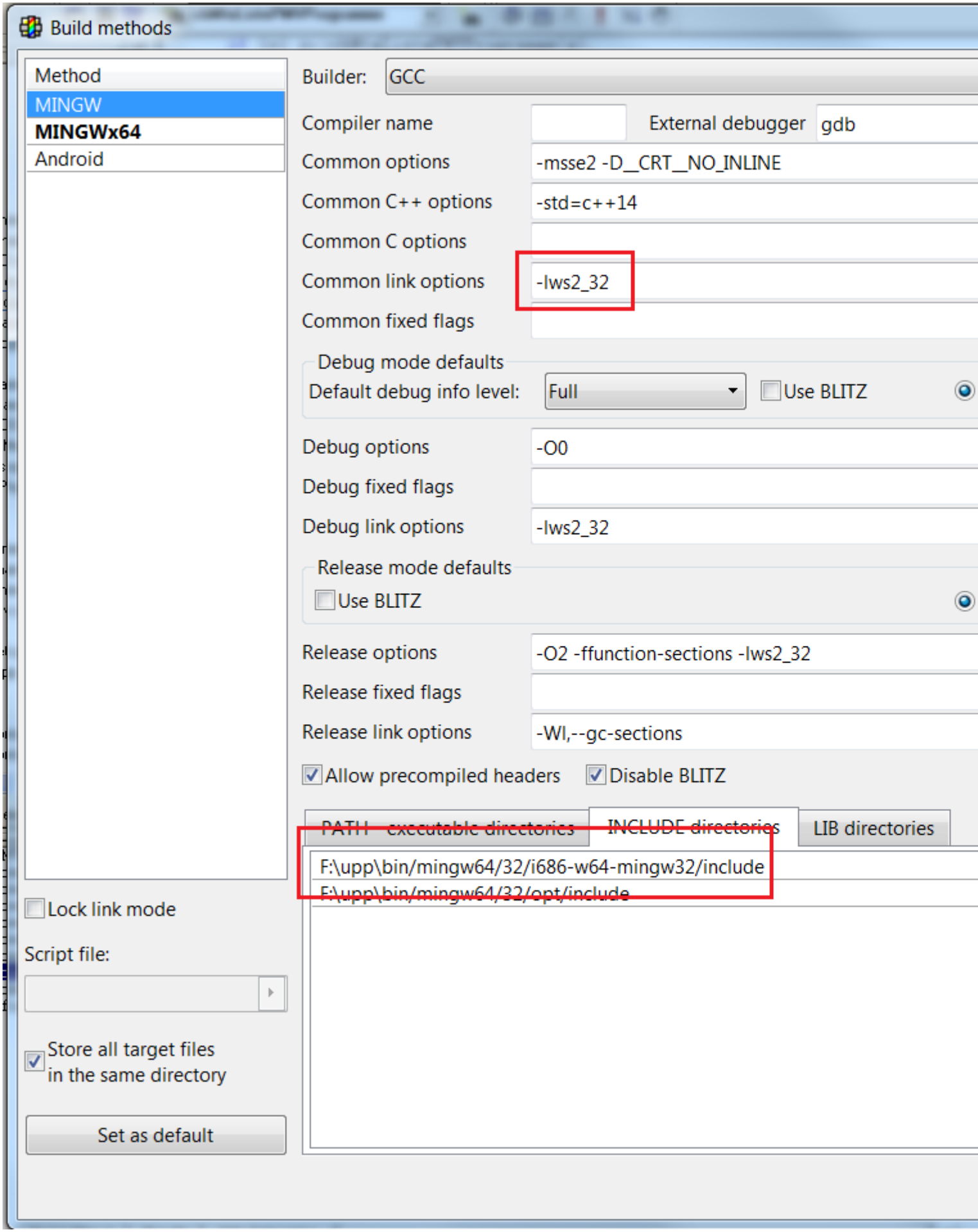
undefined reference to WSAStartup

I think GCC don't found ws2_32.lib, but the path where this file is present is ok (...mingw64/32/i686-w64-mingw32/lib) and i have add "-lws2_32" in Common link option.

Where is my error ? Sorry i don't speak very well English.

File Attachments

1) udp.png, downloaded 780 times


Build methods
Method
MINGW
MINGWx64
Android
Builder:
GCC
Compiler name
External debugger
gdb
Common options
-msse2 -D__CRT__NO_INLINE
Common C++ options
-std=c++14
Common C options
Common link options
-lws2_32
Common fixed flags
Debug mode defaults
Default debug info level:
Full
Use BLITZ
Debug options
-O0
Debug fixed flags
Debug link options
-lws2_32
Release mode defaults
Use BLITZ
Release options
-O2 -ffunction-sections -lws2_32
Release fixed flags
Release link options
-Wl,--gc-sections
Allow precompiled headers
Disable BLITZ
PATH - executable directories
INCLUDE directories
LIB directories
F:\upp\bin/mingw64/32/i686-w64-mingw32/include
F:\upp\bin/mingw64/32/opt/include
Lock link mode
Script file:
Store all target files
in the same directory
Set as default

Subject: Re: UDP Server/Client with Winsock
Posted by Klugier on Wed, 16 May 2018 17:38:12 GMT
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Hello,

We definitely needs more information. Can you post your compilation output? Moreover, it will be nice to have the code you are linking against.

_____
Off topic, I see you created Android builder. Nice to know

Sincerely,
Klugier

Subject: Re: UDP Server/Client with Winsock
Posted by lovmy on Thu, 17 May 2018 06:47:17 GMT
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Hello

I'm just trying to make a server client in UDP using Winsock (so under Windows).
I use the Windows version of TheIDE.
Here is the source code, it's just the beginning.

I had already tested TCP socket under Freebsd, and did not have the problem of linking.

I did some tests with Android, it works well.

Thank you for your help.

File Attachments
1) socketUDP.zip, downloaded 487 times

Subject: Re: UDP Server/Client with Winsock
Posted by mirek on Fri, 18 May 2018 06:09:33 GMT
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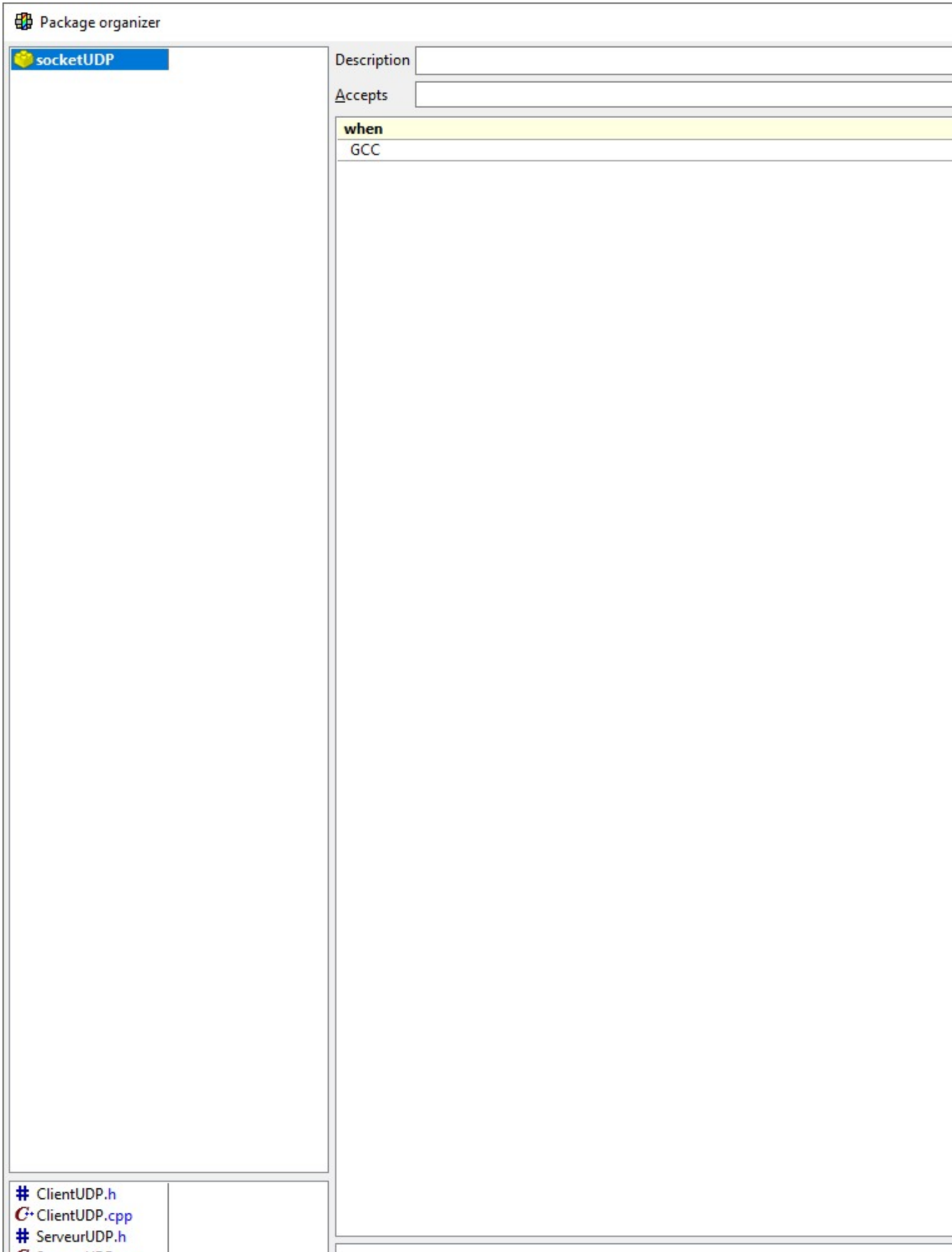
Well, the problem is that options that you put into build method are inserted to the link command line BEFORE the list of files, which makes causes the issue.

To do it correctly, you should put this as package feature (that will make it independt from build method too).

See screenshot:

File Attachments

1) Clipboard01.jpg, downloaded 1293 times


Package organizer
socketUDP
Description
Accepts
when
GCC
ClientUDP.h
ClientUDP.cpp
ServeurUDP.h

Subject: Re: UDP Server/Client with Winsock
Posted by lovmy on Fri, 18 May 2018 08:03:49 GMT
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Hello !

Thank you, now it's work fine !

Have a nice day !

Subject: Re: UDP Server/Client with Winsock
Posted by lovmy on Fri, 18 May 2018 11:33:07 GMT
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Just a question...

I see it's existing a Upp::TcpSocket package. But i don't know if exist a Upp::UdpSocket package.

If it's not the case i will try to do one.

Subject: Re: UDP Server/Client with Winsock
Posted by mirek on Fri, 18 May 2018 12:10:19 GMT
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UdpSocket does not exist mostly because sending/recieving UDP is way too trivial, so there is basically nothing to encapsulate.

BTW, you can check bazaar/Urr - years ago I needed UDP based server, so I have played with UDP a little and there is a result.